

DotaBD Organization & Tournament Organizer Guide

The Ultimate Guide to Esports Management, Financial Transparency, and Tournament Success

1. Introduction: The Power of DotaBD Organizations

DotaBD was built to empower the local competitive Dota 2 community. As a Tournament Organizer on the platform, your **Organization** profile is your primary hub. It serves as your public brand page, letting you manage multiple seasonal tournaments, control prize pools, verify registered teams, and coordinate with staff.

By creating an Organization, you establish a professional tournament brand that builds community trust, attracts sponsors, and simplifies the complex logistics of hosting esports brackets.

2. Organization Structure & Staff Roles

To ensure smooth operations and safeguard your tournament funds, DotaBD provides a clean role hierarchy for your organization staff.

2.1 Staff Roles and Responsibilities

- **Owner:**
 - The founder of the Organization.
 - Holds full administrative authority over the brand, personnel, and billing setups.
 - Can add or remove Admins, link tournament leagues, and manage the organization's prize payouts.
- **Admin:**
 - Your operations managers.
 - Can launch and configure new tournament leagues, review incoming team registrations, approve player MMR profiles, and moderate active rosters.
- **Member:**
 - Your general staff, including casters, referees, and coaches.
 - Has access to tournament match schedules and can assist in lobby moderation during match days.

[!IMPORTANT] Once a tournament league is linked to your Organization, it is secured under your brand to prevent accidental transfer of league ownership.

3. Launching and Configuring Your Tournament League

As an Organizer, launching a tournament league is your first step. Configuring it properly ensures balanced matches and clear participant expectations.

3.1 Tournament Metadata & Scheduling

- **Name & Branding:** Give your league a prestigious name and upload high-quality banner graphics to wow participants.
- **Schedule:** Set clear windows for registration start/end, match schedules, and the hard registration deadline after which rosters lock automatically.

3.2 Setting Up Skill-Capped Leagues for Fair Play

To prevent professional teams from dominating grassroots brackets, organizers can implement strict skill limits:

1. **Individual MMR Limits:** Set a maximum skill tier to target specific player brackets (e.g., locking out Divine/Immortal players from a Challenger tournament).
2. **Medal Tier Limits:** Restrict registrations to specific ranks (e.g., Crusader through Ancient).
3. **Team-wide Point Cap:** A combined skill ceiling for a team's active 5 core players. This forces higher-ranked players to team up with and mentor rising talents, creating a dynamic and exciting environment where every team has a real shot at winning.

4. The Registration Fee & bKash Payment Pipeline

Managing entry fees and payouts is often a major headache for tournament hosts. DotaBD automates this via a clean bKash payment verification pipeline.

4.1 Payment Settings Configuration

Organizers can easily configure fee parameters:

- **Fee Structure:** Charge per team (e.g., ₳1,500) or per player (e.g., ₳300).
- **Prize Pool Contribution:** Choose if a portion of registration fees is automatically funneled directly into the public prize pool, creating excitement and transparent prize growth.
- **bKash Receiver Wallet:** Input your official bKash mobile number where team captains must send payments.

4.2 The League Payment Ledger

To maintain complete financial safety and trust, DotaBD features a transparent transaction ledger. Every payment goes through four status stages:

1. **Registration Created:** The team has filled out the form and is awaiting payment submission.
2. **Payment Submitted:** The team captain has submitted their bKash Transaction ID (TxID) and sender number.
3. **Payment Verified:** An Admin matches the transaction in the ledger dashboard and approves the registration, locking the team's roster.
4. **Payment Rejected:** If the amount is incorrect or the TxID is invalid, the team is notified to resubmit.

5. Roster Auditing & Skill Verification

To keep competition fair, organizers verify the skill levels of registered players.

5.1 Verification Workflow

1. Captains declare the skill level (MMR) of each player during registration.
2. Players upload a screenshot of their in-game stats profile to confirm their skill level.
3. Admins review these screenshots in the dashboard.

4. **MMR Override:** If a player's actual skill is higher than declared, the admin can apply an override. The system immediately updates the player's profile and recalculates the team's total points to ensure they still meet the league's point cap.